TEKNO

THE OFFICIAL TEKNO•COMIX HANDBOOK

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$5.45 CANADA

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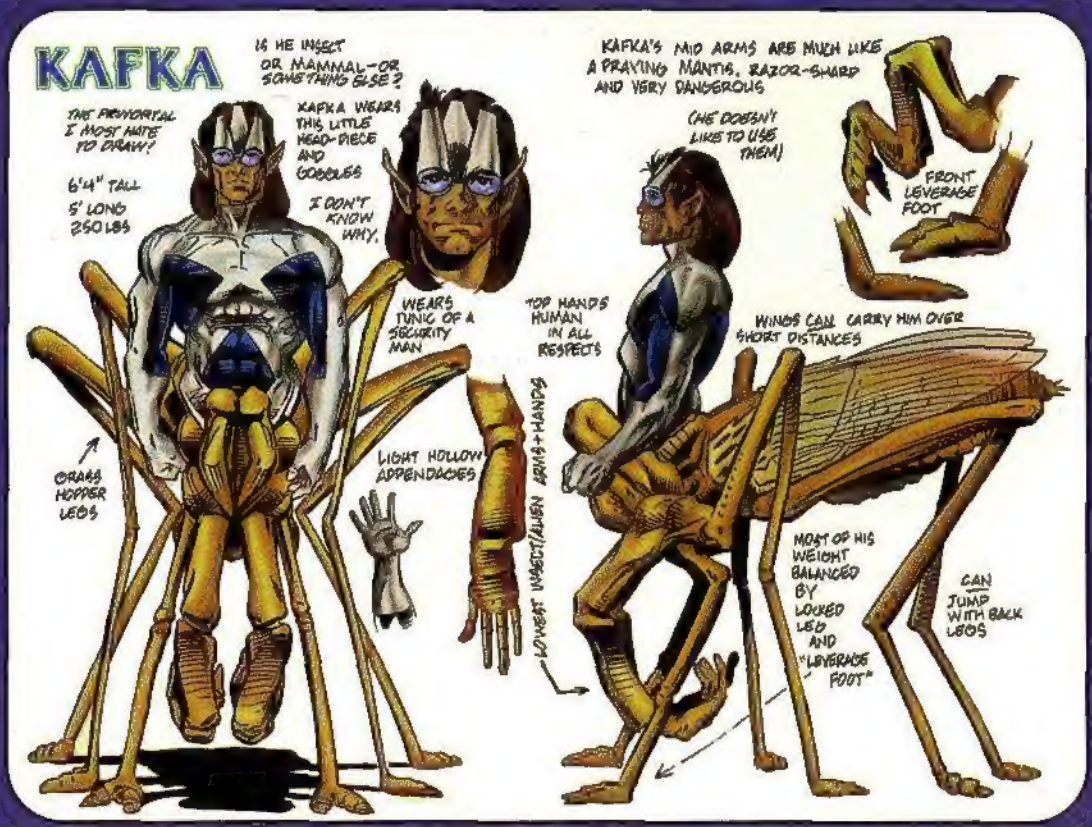
COMMANDER NARAB

Commander Narab serves as Primaster's head of security. He's responsible for maintaining security throughout the Primortal worlds under Primaster's direction. Narab's natural inclination toward taking quick, decisive action can place him at odds with Primaster, who often favors slower, more thoughtful responses to situations. Still, Narab is an honorable creature and would never disobey a direct order from a superior officer. That doesn't mean, however, that he won't unleash his talent for sarcasm to make it clear he disagrees.

QUICKWING

QUICKWING IS PRISAR'S SYMBIOTIC COMPANION. A MEMBER OF THE QUICKLING RACE, HE IS A QUIET, BUT OPTIMISTIC, BEING, WHO MOST VALUES PERSONAL EFFICIENCY AND HONOR. LIKE ALL MEMBERS OF HIS SPECIES, QUICKWING HAS BEEN BONDED TO A TERRAGORE AND SERVES AS THAT TERRAGORE'S HANDS AND FINGERS. HE AND PRISAR ARE CLOSE CONFIDANTS, AND IT'S POSSIBLE THAT HIS OWN TALENTS AND INTELLIGENCE ARE PARTIALLY RESPONSIBLE FOR PRISAR'S REMARKABLE SUCCESS.



KAFKA

A MOST UNUSUAL CREATURE, KAFKA IS A MEMBER OF A RARE SPECIES OF PRIMORTALS WHICH RESULTED FROM EXTREME GENETIC EXPERIMENTATION IN MAJAE LABORATORIES. THE SPECIES' BIZZARE APPEARANCE IS COMPLEMENTED BY AN UNCANNY INTELLIGENCE AND APTITUDE FOR TECHNICAL ENDEAVORS. KAFKA'S BRILLIANT MIND MAKES HIM A KEY MEMBER OF PRIMASTER'S CREW.

DAVIES, STEWART
6'0"
175 lbs.

FEDERAL CLEARENCE LEVEL 1

STEWART DAVIES

A GRADUATE STUDENT IN COMPUTER SCIENCE, STEWART DAVIES WAS THRUST INTO A GLOBAL SPOTLIGHT WHEN HE BECAME THE FIRST HUMAN TO RECEIVE A SIGNAL FROM THE PRIMORTALS. HIS ASSOCIATION WITH THE SETI (SEARCH FOR EXTRATERRESTRIAL INTELLIGENCE) PROJECT FORCED HIM INTO THE ROLE OF UNOFFICIAL LIAISON BETWEEN HUMANITY AND ITS COUSINS FROM BEYOND THE STARS. STEWART DOESN'T LIKE THE POSITION HE'S IN, BUT HE'S UNPREPARED TO SHIRK HIS RESPONSIBILITY. THE PRIMORTALS AND PRIMASTER TRUST HIM IMPLICITLY, THOUGH THE VAST MAJORITY OF MANKIND FEARS HIM AS A TRAITOR.

STEWART IS A TOP-NOTCH STUDENT WITH A BRILLIANT, INVENTIVE MIND. HIS SKILL WITH COMPUTERS GIVES HIM ALMOST LIMITLESS ACCESS TO INFORMATION AND COMMUNICATIONS.

MACMAHON, TYLER
6'2"
210 lbs.

FEDERAL CLEARENCE LEVEL 1

TYLER MACMAHON

A SELF-MADE MEDIA MOGUL, MACMAHON'S WHOLE LIFE HAS BEEN DEDICATED TO FOSTERING COMMUNICATIONS — BOTH ON EARTH AND IN SPACE. HE BUILT MACMAHON COMMUNICATIONS WHICH OWNS DOZENS OF RADIO AND TELEVISION STATIONS AND NEWSPAPERS, INCLUDING THE GLOBAL NEWS NETWORK, THE SERVICE PROVIDING THE MOST UP TO DATE NEWS OF THE PRIMORTALS. MACMAHON'S LIFELONG DREAM HAS ALWAYS BEEN TO BE THE FIRST MAN ON EARTH TO SHAKE HANDS WITH AN ALIEN, AND, TOWARD THAT GOAL, HE HAS CONSTANTLY SUPPORTED ORGANIZATIONS SUCH AS SETI AND MONITORED ASTRONOMICAL OCCURRENCES.

TYLER, AN OLDER MAN, DOES NOT LET HIS AGE PREVENT HIM FROM ACTIVELY PURSUING HIS CONNECTIONS TO THE PRIMORTALS AND TRYING TO IMPROVE THEIR IMAGE ON EARTH.

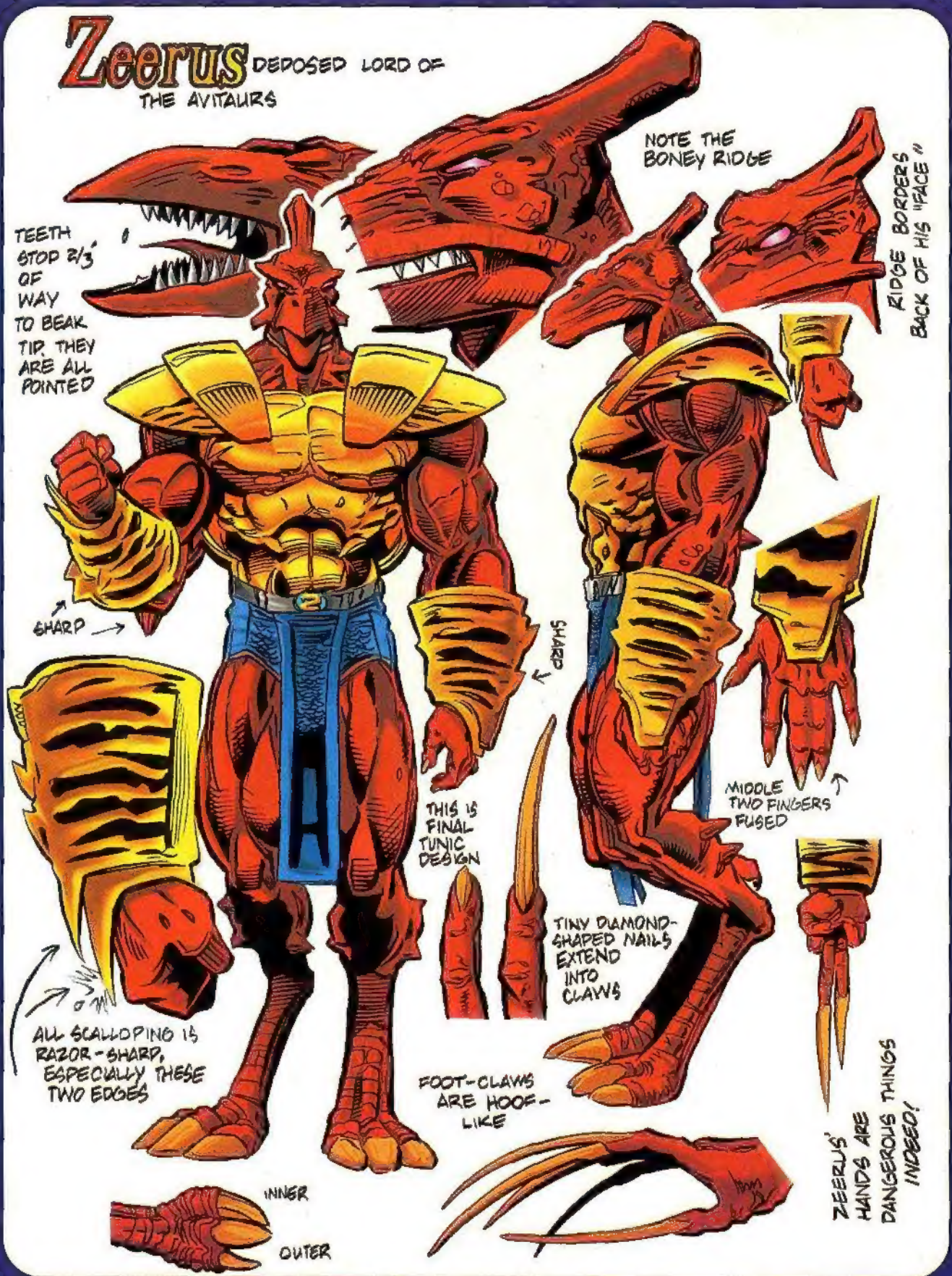
ROSSINI, JESS
5'7"
120 lbs.

FEDERAL CLEARENCE LEVEL 1

JESS ROSSINI

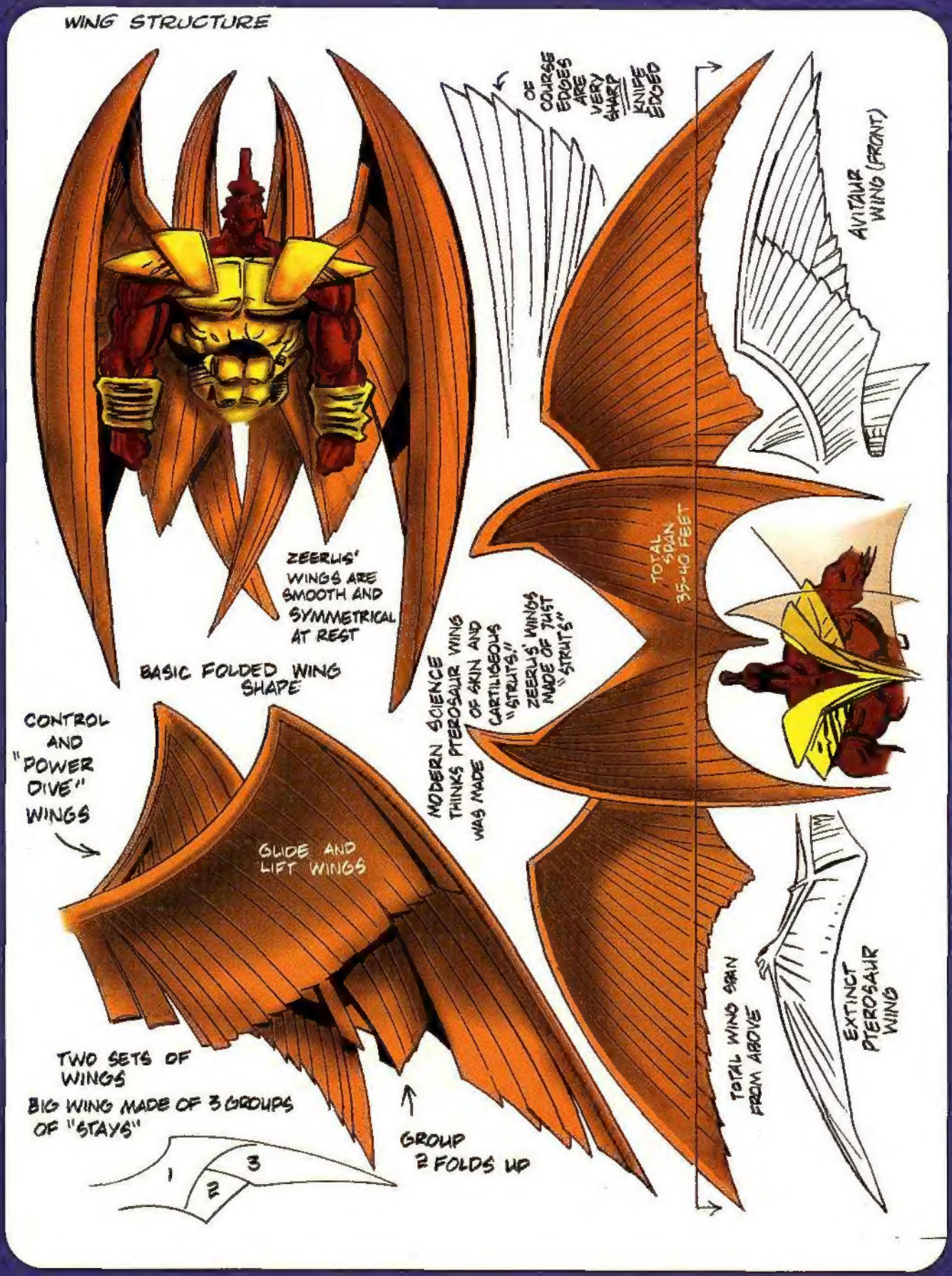
ROSSINI IS A PSYCHOLOGY GRADUATE STUDENT. HER RELATIONSHIP WITH DAVIES HAS MADE HER ONE OF THE PRIMORTALS' CLOSEST HUMAN CONFIDANTS AND PLACED HER AT THE CENTER OF HUMAN / ALIEN INTERACTION. JESS'S ADJUSTMENT TO A LIFESTYLE OF ACTION AND UNCERTAINTY HAS NOT BEEN SMOOTH, AND SHE STILL LONGS TO RETURN TO SCHOOL AND RESUME A PEACEFUL LIFE. BUT SHE REALIZES THE WORLD WILL NEVER BE THE SAME AGAIN, AND HAS CHOSEN TO STAY WITH STEWART AND FORGE FORWARD INTO THE FUTURE.

JESS'S CHILDHOOD, GROWING UP IN NEW YORK CITY, GAVE HER "STREET SMARTS" WHICH STEWART OFTEN LACKS, AND THE TWO MAKE A GOOD TEAM AS WELL AS A COUPLE IN SURVIVING EARTH'S NEW STATE OF AFFAIRS.



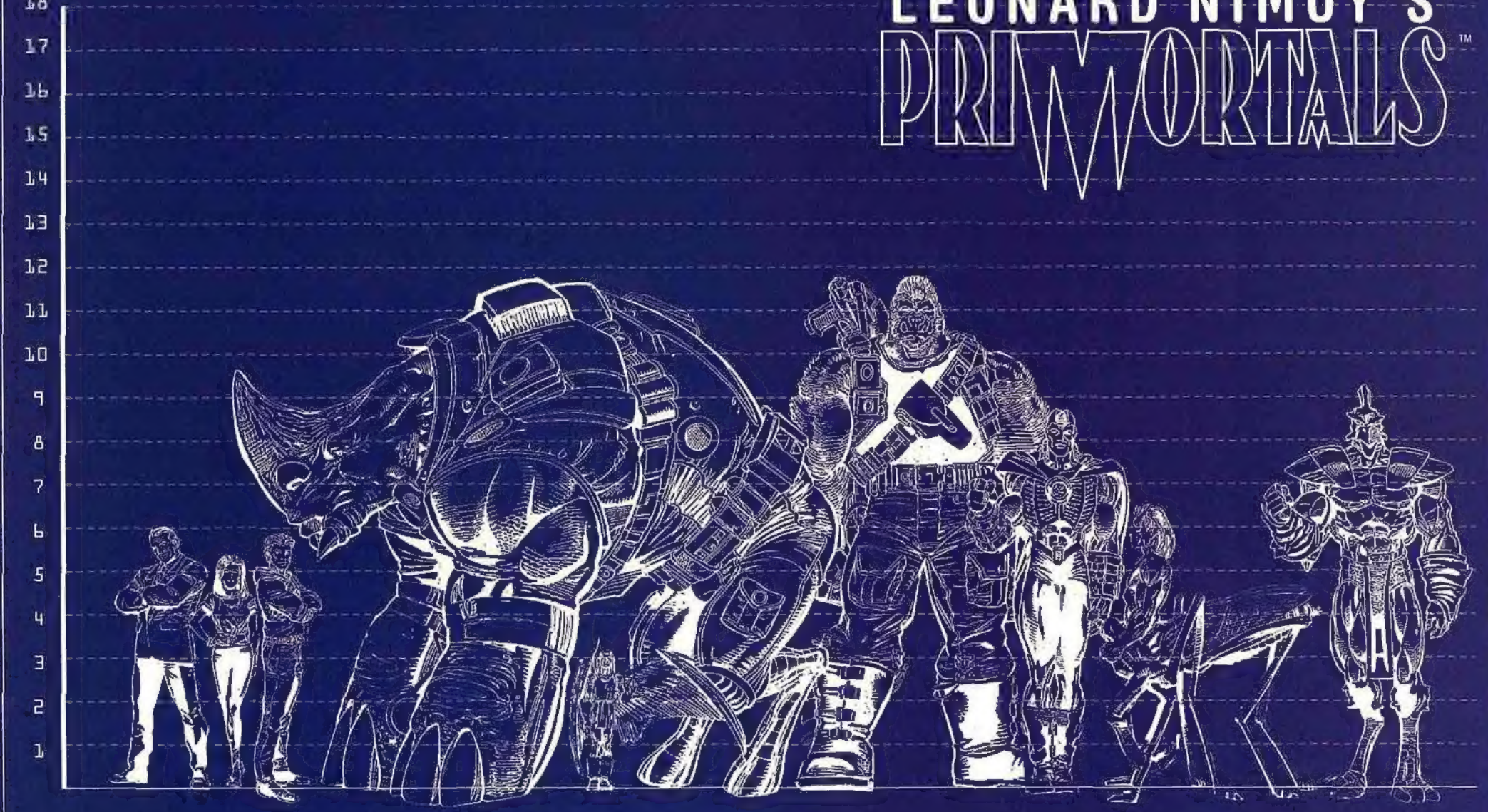
ZEERUS

ONCE THE GOVERNOR OF ACHERNAR 3, A PRIMORTAL WORLD, ZEERUS BECAME THE LEADER OF VIOLENT REBEL MOVMENT WHICH OPPOSES THE MAJAE AND SEEKS TO RETURN ALL PRIMORTALS TO THE HOMEWORLD — EARTH. ZEERUS IS A CUNNING AND VICIOUS WARRIOR, WHO VALUES HIS PERSONAL HONOR. WHEN PRIMASTER CAPTURED HIM AFTER A MAJOR REBEL UPRISING, HE ESCAPED AND BROUGHT HIS BATTLE TO EARTH.

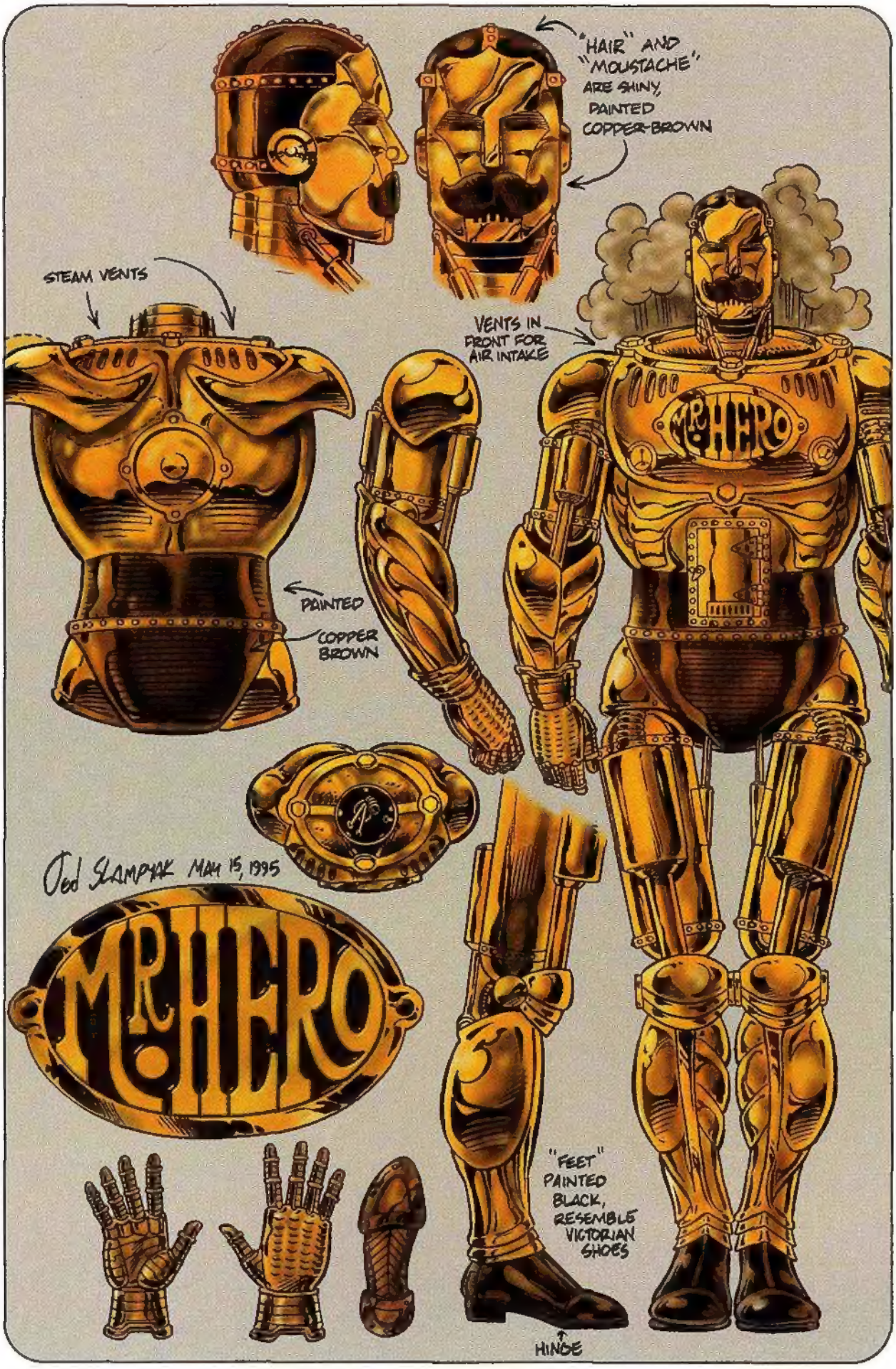


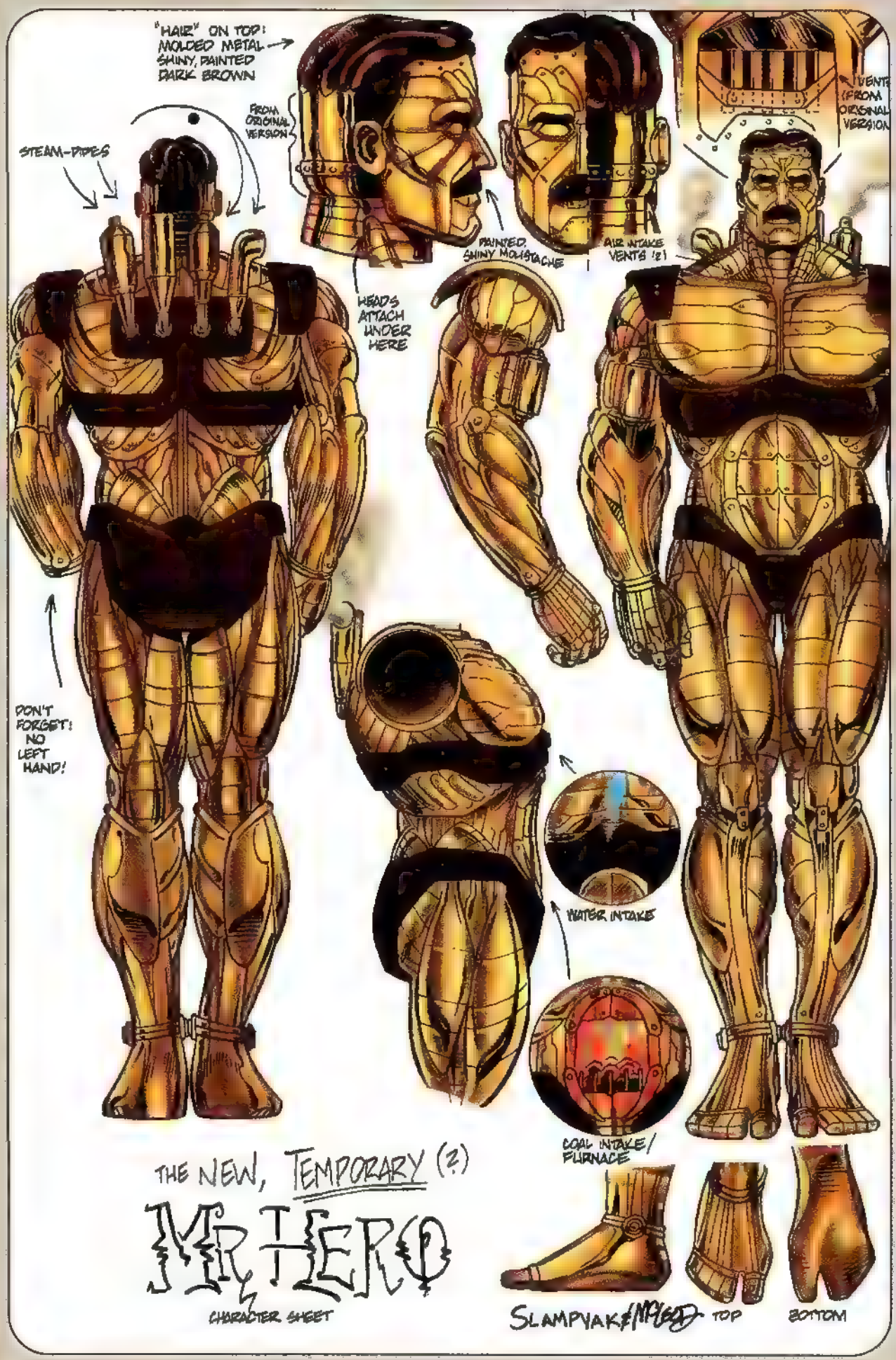
ZEERUS' RACE, THE AVITAURS, ARE DESCENDED FROM PRIMITIVE EARTH PREDATORS. THEIR LINE HAS KEPT THOSE PREDATORY INSTINCTS ALIVE, CHANNELING THEM INTO A WARRIOR CULTURE. THE AVITAURS ORIGINATED THE IDEA THAT THE PRIMORTALS SHOULD ONE DAY RETURN TO RULE THE EARTH FROM WHICH THEY CAME, AND THAT IDEA HAS MADE THEM THE MOST DANGEROUS OF ALL THE PRIMORTALS.

LEONARD NIMOY'S PRIMORTALS™



MR. HERO


"HAIR" AND "MOUSTACHE" ARE SHINY, PAINTED COPPER-BROWN
STEAM VENTS
VENTS IN FRONT FOR AIR INTAKE
PAINTED COPPER BROWN
Ted Slampyak MAY 15, 1995
MR. HERO
"FEET" PAINTED BLACK, RESEMBLE VICTORIAN SHOES
HINGE

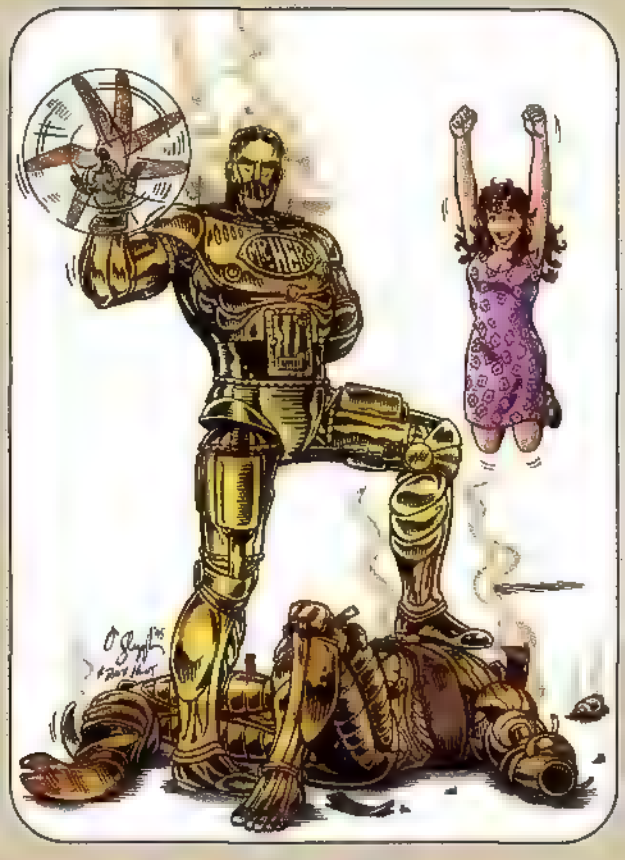

"HAIR" ON TOP: MOLDED METAL SHINY, PAINTED DARK BROWN
FROM ORIGINAL VERSION
STEAM-PIPES
PAINTED, SHINY MOUSTACHE
AIR INTAKE VENTS (2)
VENTS (FROM ORIGINAL VERSION)
HEADS ATTACH UNDER HERE
DON'T FORGET: NO LEFT HAND!
WATER INTAKE
COAL INTAKE/ FURNACE
THE NEW, TEMPORARY (?)
MR HERO
CHARACTER SHEET
SLAMPIAK/MIGNOLA
TOP
BOTTOM

MR. HERO: THE RATIOCINATOR

IN HIS FOREHEAD CAN BE SEEN AN INTRICATE ARRAY OF LEVERS AND GEARS--A STEAM-POWERED COMPUTER, WHICH MAKES LIGHT CLICKING SOUNDS AS THE VALVES OPEN AND CLOSE WHILE IT--*RATIOCINATES*.

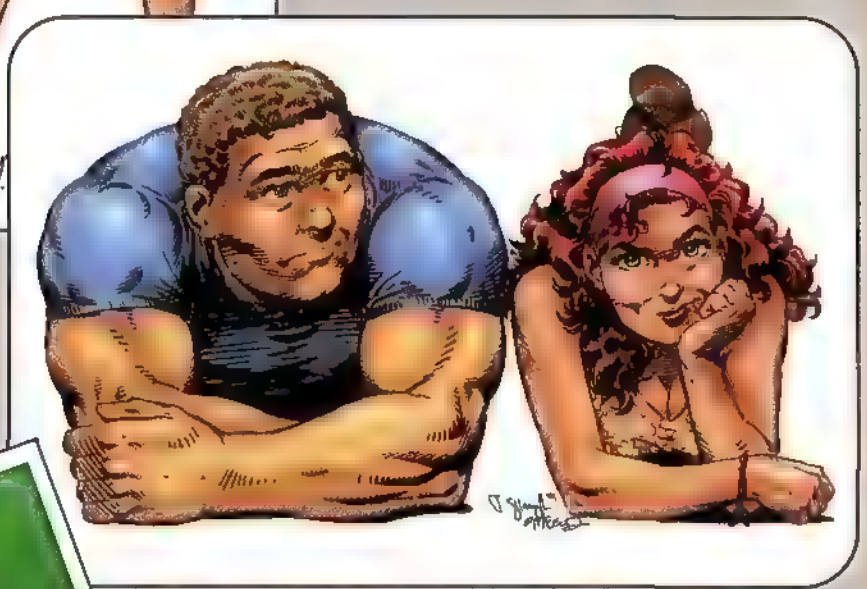
THE VALVES REQUIRE EXTRA STEAM--THUS THE PIPE TO VENT IT. MOREOVER, THEY GET QUITE WARM, THUS THE VENTS IN THE TOP OF THE HEAD

Mr. Hero-The Newmatic Man (Pugilist and Ratiocinator)— Mr. Hero was named after the discoverer of steam power, Hero of Alexandria, and his "Pneumatica," the original book on the power of steam. He was supposedly created by Jabez Hilliard, an amateur scientist and farmer, and then sold to British magician and conjurer John Nevil Maskelyne in the late 19th century. Hero's dual personalities-or rather, his two heads-were used as part of Maskelyne's act: the pugilist would box one round with any volunteer and the ratiocinator would deduce facts about the audience in a Sherlock Holmes-like fashion. After a few "accidents" in the ring, Hero was relieved of his entertaining duties and put in storage until a young, novice magician opened the crate and discovered, much to her surprise, a headless metal man inside.



JENNY'S FAVORITE OUTFITS: SUN DRESS (PICTURED) T-SHIRTS W/PLAID MEN'S SHIRT LOOSELY FIT & LOOSE SLACKS.
JENNY: RED HAIR, GREEN EYES
USUALLY NO MAKE-UP
THE NEW "TEMPORARY" MR HERO - 6FT 8INCH
HODGES: LT BROWN HAIR, BROWN EYES
HODGES - 6FT
JENNY 5FT 5IN
CHRONIC SHADOW (LIGHT)
HAIRY ARMS/ LEGS GHOST EVERY THING
TJ'S
DIMPLE (VERY IMPORTANT!)
HODGES IS BIG -- MUSCULAR, BUT CHUBBY, LIKE A HS. FOOTBALL PLAYER WHO QUIT PLAYING!
ZIPPER
JENNIFER HALE ("JENNY") & HODGES
SLAMPYAK
MCLEOD
JENNY'S BAG -- ZIPPER TOP PATCH ON BOTTOM, BROWN BELT FOR STRAP.

Jennifer Hale— The fun-loving, carefree girl who discovered Mr. Hero. Jenny used to fill her days with simple pleasures, miming on street corners for small change and working at the New Egyptian Hall Magic Club & Museum. But now that Mr. Hero is in her life, things just aren't the same. She's faced genetically-altered monsters and invisible hit men, she's traveled to Monte Carlo, London and even other planets. With more than a lifetime of experiences, Jenny remains the wide-eyed, curious young woman who's willing to go that extra mile for her friends.



Hodges— Jenny's B-movie and pizza buddy, Hodges is a big, burly bear of a guy. Before Hero came around, Hodges would do anything for Jenny, whether it be helping her out at the museum or loaning her his last nickel. Since Hero's arrival on the scene, Hodges has had to take a back seat, and that doesn't sit too well with him. But his severe mood swings aren't just a bruised ego talking-Hodges been under the influence of Teknophage's remote brainwashing technique.

Adam Cain— Cain's background is sketchy, at best, but we do know that he is very old, probably one of the very first Homo sapiens. At some point in time, he committed an "unknown crime" and has since walked the earth with the aid of a long staff and the wisdom of the ages. He is the basis for every legend of the "wandering Jew," or Cain and Abel, he says he's walking to forget, or until he is forgiven. Cain also has a very long history with the Teknophage, although details of that relationship have not come to light...as of yet.

Janine Garrett
Paralyzed Ballerina

Ellen Grant
Housewife, Mother

Lynea Mitchell
Assistant District Attorney

Justina Martinez
Detective, LAPD

Lytonia Rosa Marie Esquivel
a.k.a. Beauty
L.A. gang member

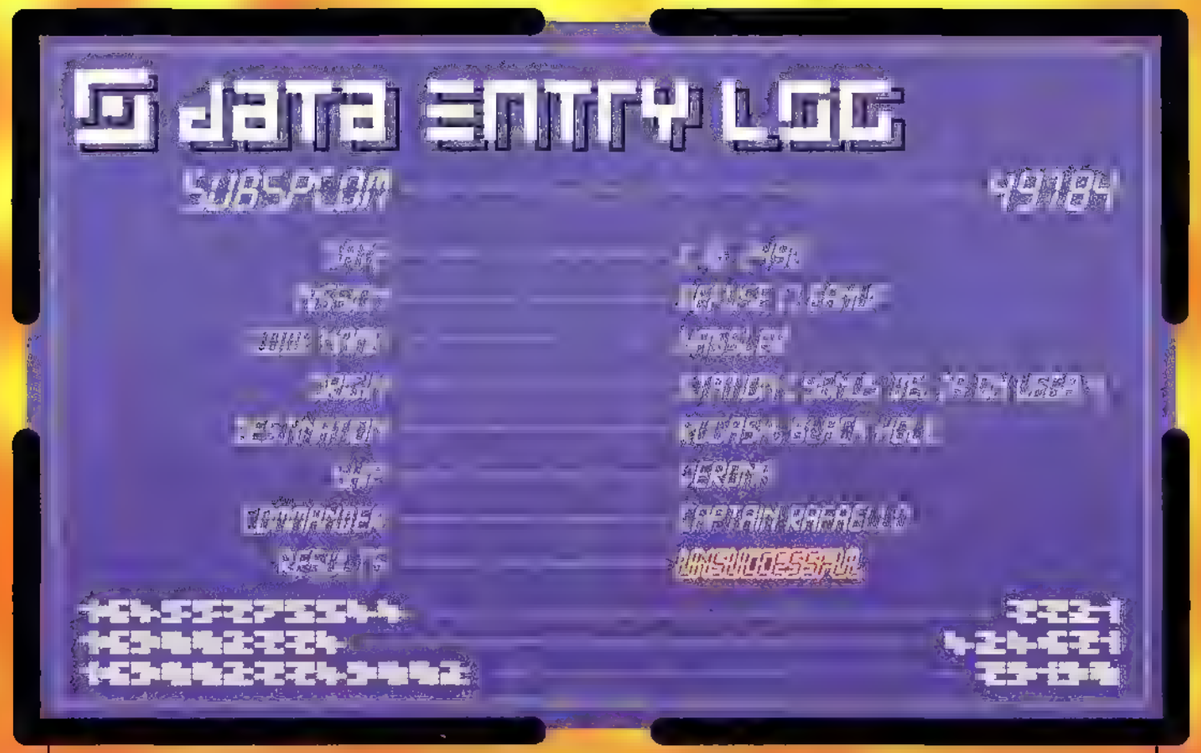
Who is Lady Justice? Perhaps, a better question is *what* is Lady Justice?

"It could be a ghost, a power, a strange form of mass hysteria. What it is doesn't matter. It's what it does....

"Lady Justice is a force that possesses women-only women and only one woman at a time. And even then, it only happens when the scales of justice need to be tipped back, in a place where the law can do nothing. The power picks a woman to right the injustice....

"When she ties on the blindfold, she is Lady Justice. Her senses become super-sharp, and somehow she's able to persevere on a level that isn't seeing. She takes on abilities that, in real life, she doesn't have. She becomes an implacable enemy of specific injustice, and remains Lady Justice until either the wrong is righted, and the blindfold comes off or until the host body is killed."

—Neil Gaiman



JOHN JAKES'

MULLKON EMPIRE

MULLKONS

GANNY MULLKON
born 2 507 No other information available

Shirelle Caspasian | **KARL** | Capt. Seb Thurn | **ALFRIEDA** | **KAI** | Tara Ra e gh | Athala Knupp | **LUCRETZIA** | Cern Tzarcu

SHIRELLE MULLKON nee Caspasian: born 2441 Mar. Karl Mullkon 2461 daughter Bambina widowed 2475 Education: Starlight Academy, Sanderson College (no degree taken).

KARL MULLKON Born 2420 Education: BA Sociology, MBA Vale Univ. President Mullkon Enterprises. Killed in unexplained accident 2476.

ALFRIEDA MULLKON: born 2420 Mar. Sebastapol Thurn, 2051 Children: Alesandro, Mia, Piero Education: New Terra Preparatory School, James Academy.

KAI MULLKON: born 2415 Mar. Tara Raleigh 2445 div. 2460 son Rafaello. Mar. Athalia Knupp 2462 div. 2470 Education: MBA Vale Univ. Cygnus 5. CEO of Mullkon Enterprises.

LUCRETZIA MULLKON: born 2417 Mar. Michael Feinberg 2437 div. 2442 Mar. Cern Tzarcu 2443 wid. 2448 son Azore Mar. Yosh Polinar, 2452 div. 2470 Mar. Zoltan Brust 2475 div. 2486 Education: BA Economics, Sanderson College, Gaius 7. BOD Mullkon Enterprises.

BAMBINA ..... **ALESANDRO** | **MIA** | **PIERO**

BAMBINA MULLKON: born 2466. Only daughter of Karl Mullkon (dec.) and Shirelle Caspasian. Education: BA Xenobiology, Planetary Ecology, Vale University, Cygnus 5.

..... COUSINS .....

RAFAELLO ..... Aylesha Jarvis ..... COUSINS ..... **AZORE**

RAFAELLO MULLKON: Born 2448. Not Married. Education: Vale Univ. (studies incomplete). Certificates in Navigation and Piloting, Carlisle Interstellar Academy, Captain of Shipping, Mullkon Enterprises.

AZORE MULLKON: born 2443. Not Married. Education: BA MA Fine Arts, Vale Univ. Cygnus 5. PhD Communications. Coordinator of Media Mullkon Enterprises.

JOSS* | **KARMA***

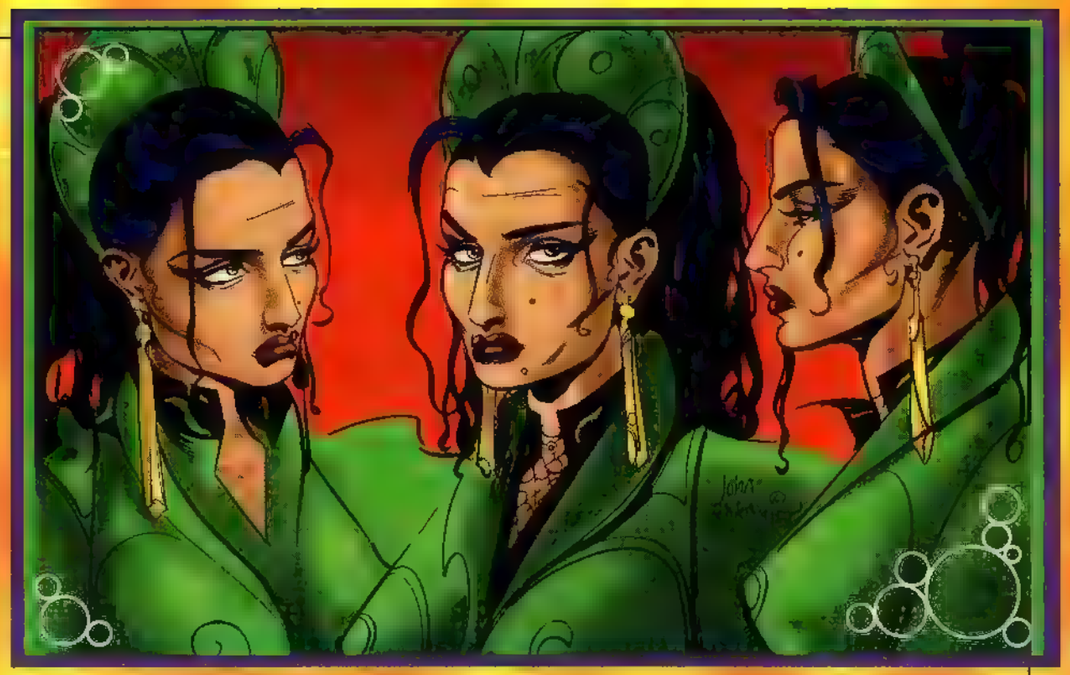
*JOSS (m) and KARMA (f) MULLKON: born 2470 (*illegitimate). Fraternal twins of Rafaello Mullkon, by Aylesha Jarvis. Education: New Terra Preparatory School.

GANNY MULLKON

A creature shrouded in mystery, Ganny is the true leader of the Mullkon Empire. Although no one in the family knows what gender Ganny is, due to a secret rejuvenation process, they all know that their elder's experience speaks volumes, and his/her presence cannot be disregarded.

KAI MULLKON

The Mullkon Empire figurehead. Most of Kai's attention is focused on solidifying and expanding the empire through new developments in garbage disposal techniques, which happen to include slavery and ecological destruction. Kai is very disconnected from his personal life, and after losing two children, now looks to his only son, Raf, for more legitimate heirs to the family dynasty.



LUCRETIA MULLKON

Kal's sister values her family's name, honor and money as much as she adores her hedonistic impulses. Married and widowed several times over, Lucretzia prefers the unconventional company of her android servants to mere mortal companionship, whether she is at home or abroad.

AZORE MULLKON

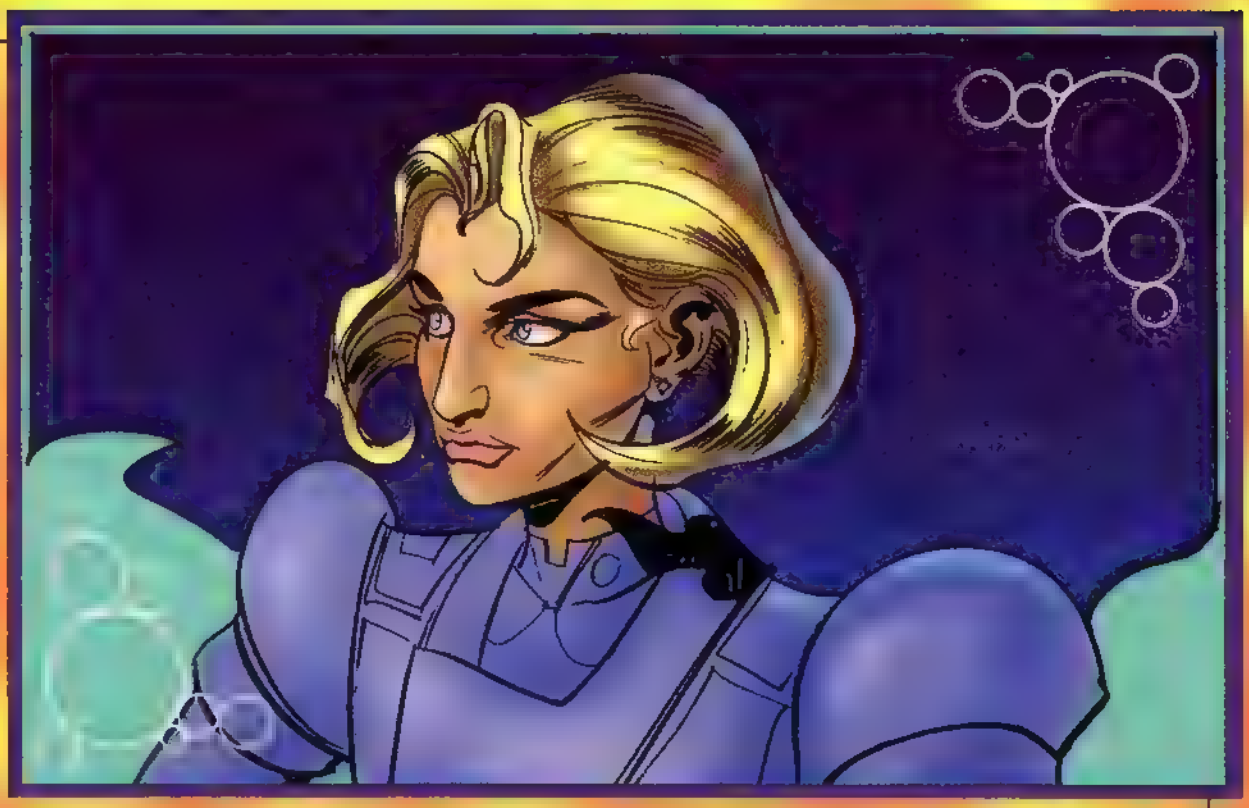
Because of his mixed heritage, Azore's connection to the family business remains hidden, especially in the public eye. If his own family can't get over their prejudice about Azorians, the public couldn't possibly understand, either. And, since Azore and a hired historian are recording the Mullkon Empire's biography for posterity, and a little PR, his bi-racial presence in the dynasty will remain concealed.

BAMBINA MULLKON

Kal's niece is an idealistic activist who remains loyal to her family until the truth about her father's death is uncovered. Then, she retaliates by helping a group of radicals who want to stop the Mullkon Empire's hazardous dumping of garbage into black holes. Her allegiance to her newfound friends almost gets her killed when her second cousin, Joss, opens fire on the rebel ship that she's aboard.

RAF MULLKON

Kal's son and supposed heir to the Mullkon dynasty. Although Raf has produced a couple of children by a long-standing alliance, he does not want to marry and conceive the legitimate successor that Kal desires. He is carelessly fond of his daughter Karma, and rather dislikes his son Joss, though he tries not to show how much.



KARMA

Joss's twin sister, the shy and innocent Karma, is just getting used to living within the Mullkon Empire since her mother's death. When her great-aunt Lucretzia uses her as a pawn in an elaborate set-up to forge new social and political alliances, Karma protests, but it does little to stop her enslavement into an arranged marriage.

JOSS MULLKON

Just coming of age, Joss worms his way into his grandfather Kaf's graces by volunteering his services with some troubling labor disputes in the Crab Nebula. Unlike his father, Raf, he doesn't have much of a taste for danger, but he does for deceit, and hopes to prove himself a strong and pragmatic addition to the family business, with a lot of upward mobility—no matter what it takes.

NEW YORK CITY TIME

FRIDAY, AUGUST 8, 1952

PRIVATE DETECTIVE VANISHE

MANHATTAN— New York City Police Captain Patrick Chandler announced today that Michael Danger, the city's most infamous private detective, was reported missing in action.

Chandler stated that Danger was meeting a client at the Blue Ribbon Bar and Restaurant on Broadway to discuss the details of his case. Shortly after Danger's client left the bar he was fatally mugged just a few blocks away.

"We're investigating all possible leads. No stone will be left unturned," Chandler said.

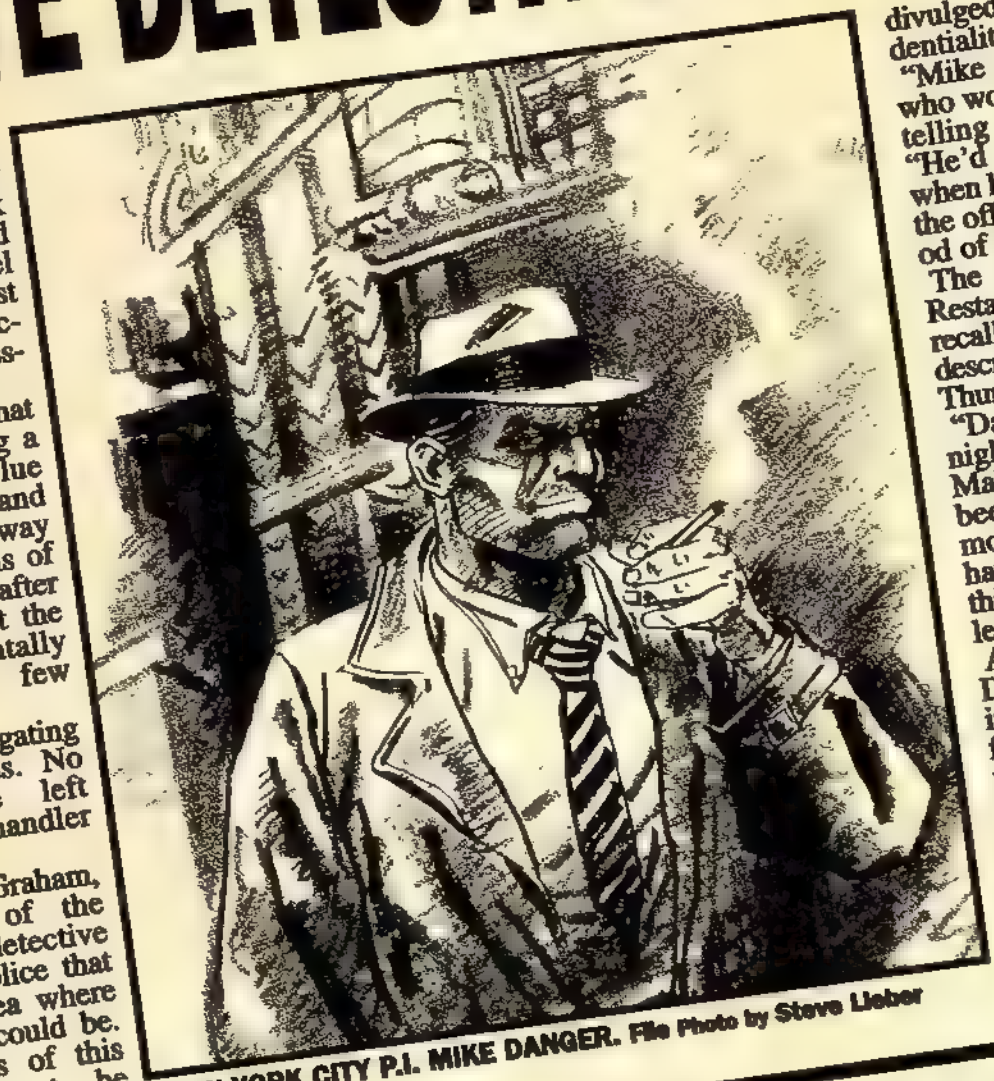
Miss Holly Graham, an employee of the Danger detective agency, told police that she had no idea where her employer could be. Further details of this case could not be divulged due to cl dentiality.

"Mike is not the t who would leave t telling me," stat "He'd always le when he was goin the office for an e od of time."

The Blue Ribb Restaurant owner recalled a man f description in hi Thursday evenin "Danger wa night with so Malone said. " beer and tal moments. I have disagre thing becaus left in a hurr

A former Danger has investigator for six yea from World been in the ous times handling cases.

SEE DAN



NEW YORK CITY P.I. MIKE DANGER. File Photo by Steve Lieber

INFERNO RAVAGES UPSTATE ASYL

ITHACA— A raging fire broke out at the Goodman Institute for Mental Health in upstate New York last night. None of the patients or employees were seriously injured, although Dr. Ernest Goodman, Director of the Institute, remains unaccounted for.

The fire was believed to have started in the basement of the Goodman Institute, although further details won't be known until the fire has been extinguished and a thorough investigation is completed.

Fire fighters attacked the raging inferno for over ten hours with no relief. Fire Marshall Al Collins has not ruled out arson as the cause.

"We've interviewed several clinic employees, but none of them remembers seeing anything out of the ordinary," Collins said. "We're not closing this case until all the pieces of the puzzle are in place."

Doctors and nurses on duty were able to evacua the building, taking patients outside before smo inhalation seriously debilitated anyone.

Some Goodman Institute employees believe the a possiblity that there are others still trapped in basement of the building where some myster research was conducted.

A member of the Goodman staff, who wish remain anonymous, says the basement was secured with a sophisticated entry system in plac

"No one was ever allowed down there. It w very hush-hush."

Dr. Goodman first opened the institute two ago, after returning from World War II. He spec in treating veterans suffering from symptoms c shock. SEE INFERNO 6C.

MIKE DANGER

HEIGHT:	6 feet 2 inches
WEIGHT:	210 pounds
OCCUPATION:	Former Police Officer, Private Investigator
SCARS:	Too numerous to list; various bullet and knife wounds, etc.
POLITICAL AFFILIATION:	None
MILITARY SERVICE:	Pacific Theater, WWII (Silver Star)
CRIMINAL RECORD:	None; numerous arrests on murder charges, all dropped on grounds of self-defense.
MARITAL STATUS:	Single
FAVORITE BEVERAGE:	Beer
FAVORITE FOOD:	Steak
FAVORITE BOOK:	The Count of Monte Cristo

Photo Archive: 09554
Mike Danger
New York City, NY
1952

Weapon:
Colt Model 1911A
.45 Caliber Automatic

Photo Archive: 09555
Mike Danger
New York City, NY
1952

HOLLY GRAHAM

HEIGHT:	5 feet 5 inches
WEIGHT:	None of your business
MEASUREMENTS:	36C-26-36
OCCUPATION:	Former Police Officer, Danger's assistant
POLITICAL PARTY:	Democrat (but for Heaven's sake, don't tell Mike!)
MARITAL STATUS:	Single, but hopeful
FAVORITE BEVERAGE:	White wine
FAVORITE FOOD:	Chef's salad
FAVORITE BOOK:	Gone with the Wind

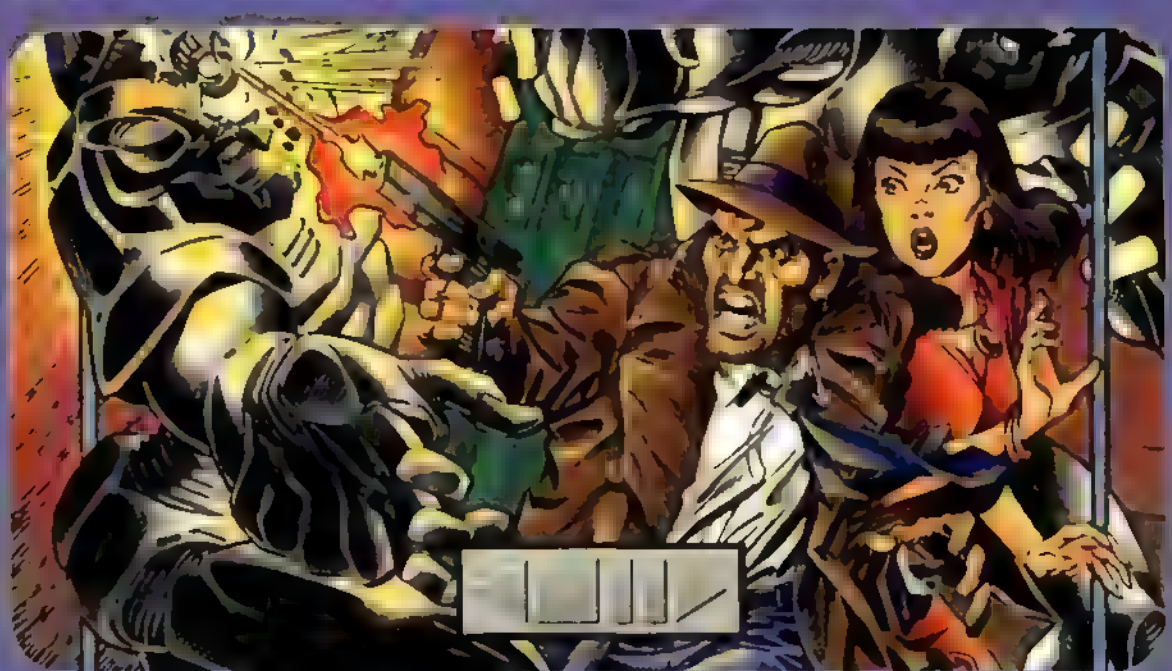
Photo Archive: 17544
Holly Graham
New York City, NY
1952

Photo Archive: 17545
Holly Graham
New York City, NY
1952

Historical data integrated into programming of holoproid simulacrum manufactured for Simon Holden by Holden Industries.

NEW—2 DAILY CHRONICLES

MIKE DANGER BURIED ALIVE, WAKES UP AFTER 100 YEARS



GENE RODDENBERRY'S

XANDER IN LOST UNIVERSE

Xander

Profession: Scientist
Species: Human (Cyber/Clone)
Age: 35 **Hair:** Brown
Eyes: Colorless **Height:** 6'2"
Weight: 220 lbs

XANDER is the genetic clone of a great Plan*Net scientist. His laboratory-created, augmented stamina enabled him to survive a cybernetic implantation by the Black Ghosts, sinister phantom servants of the Wehni. After the transformation, Xander's biology was infiltrated by alien micro-circuits at a subatomic level. The result charged him with an awesome array of paranormal powers, including a special memory cortex filled with trillions of molecular data nodes, giving him veritable super-human intelligence. Transfigured as a reluctant cosmic savior, Xander sees himself as a pawn in a galactic struggle between light and darkness. His mission: locate the "Lost Universe," a legendary paradise where death is non-existent, and defeat his greatest enemy, Lady Sensua.

Profession: Leader of Plan*Net, and dictator of its darker secret societies.
Species: Plasma Entity currently in a humanoid form
Age: Immortal **Hair:** Black
Eyes: Green **Height:** 5'11"
Weight: 140 lbs.

LADY CIELA MONTROSE SENSUA is a diabolical being, literally as old as time, once known throughout the galaxy as the Great Evil. Having glutted herself on the life-energies of a Wehni during the ancient days of creation, she was thwarted from consuming the entire race when they mysteriously vanished into a Lost Universe. Now in the form of a beautiful human woman, she has spent eons hunting her prey in vein. Believed by the public to be a descendant of the founder of Plan*Net, she is in reality the ageless, absolute ruler of the vast interplanetary network, which is far less idealistic in its goals than even its most celebrated officers dare to realize.

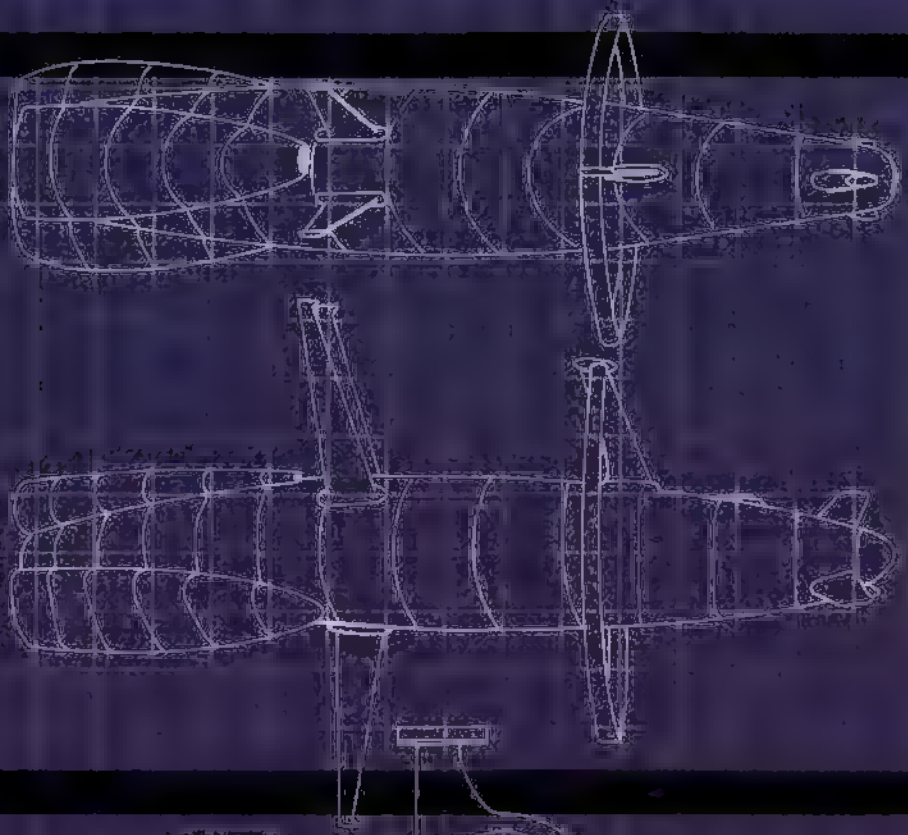
Sensua

Profession: Shaman-turned-Warrior
Species: Human?
Age: Unknown **Hair: Honey Blonde**
Eyes: Blue **Height: 5'8"**
Weight: 130 lbs.

PURITY is the sole, native survivor of her homeworld. Originally a healer and mystic by trade, her longing for revenge has transformed her into a savage and cunning warrior. Despite her seething anger, Purity is a loyal and trustworthy companion capable of great kindness. She provides a necessary human influence on Xander, tempering his cold machine-like personality with warmth and understanding.

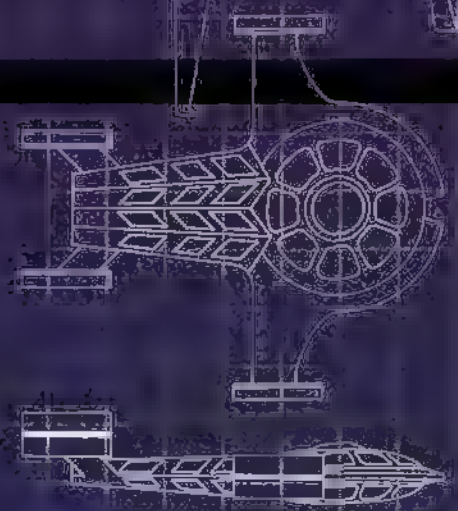
Profession: Bodyguards to Lady Sensua
Species: Unknown
Age: Approximately 400 Years
Weight: 500 lbs. (Andre) 230 lbs (Catchay)
Height: 7' 6" (Andre) 6'5" (Catchay)

ANDRE & CATCHAY are fierce, blood-thirsty assassins, passionately loyal to their evil mistress, Lady Sensua, even unto death. Little is known about their true origins, although it has been whispered that they are actually bio-genetically engineered beings created by Lady Sensua herself. Practically invulnerable to conventional weapons, both creatures are highly intelligent and brutally efficient killers.



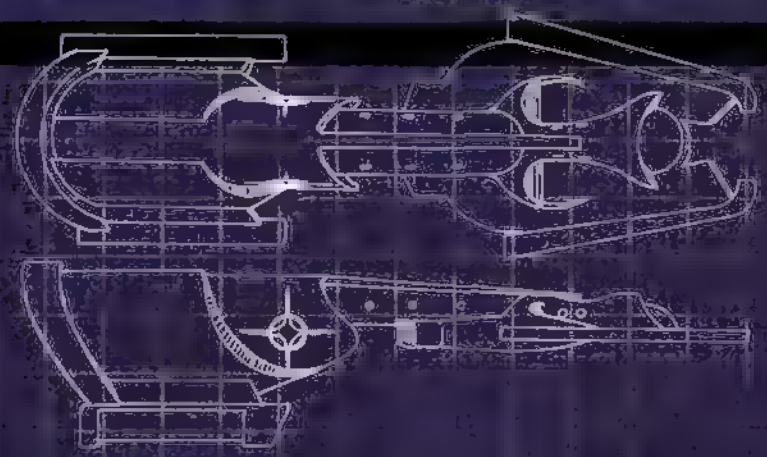
EXPLORER – ENDURANCE CLASS

Though designed as PLAN•NET's main vehicle for deep space exploration and transport, Explorers also double as military vessels in times of crisis. Easily supporting a crew of 60 for several years, Endurance Class ships were built to venture into the uncharted depths of the galaxy. Engineers incorporated state-of-the-art safety devices, enhanced speed, the most sensitive and effective sensor arrays available and a fighter bay capable of carrying a squadron of short-range fighters, making this one of the toughest and most versatile crafts in the PLAN•NET fleet. For defense, Explorers are outfitted with a Plasma Ring Generator, or "Plasma Donut." Using the PRG allows an Explorer to launch a devastating attack against hostile vessels. The PRG generates a plasma charge which is spun away from the ship in ripples of destructive energy. These waves or "donuts" of plasma energy make it nearly impossible for enemy vessels to approach an Explorer safely



CRUISER – FRANKLIN CLASS

With a crew of 90-100, the Franklin Class vessel is built for long-term, military deployment. Self-sufficient in many ways, a Cruiser can remain in space almost indefinitely with only occasional visits to outposts for resupply. Heavily armed and amply defended, these vessels form the keystone of PLAN•NET military operations, outgunning and outclassing enemy vessels by a wide margin. Cruiser's often play the part of command ship, leading the way for squadrons of Destroyers. The mere sight of a cruiser, whose armament is classified, draws the respect of any PLAN•NET citizen.



DESTROYER – HORNET CLASS

The basic function of Destroyers is military. Essentially a better armed and more powerful version of the Frigate, these ships are most widely used by Galactic Command. Destroyers form the backbone of the PLAN•NET defense and are widely deployed along the interstellar borders of PLAN•NET controlled space. These craft can remain in flight for several months with a minimum crew of 25, but they are capable of supporting up to 50 passengers. Though Destroyers are known to be heavily armed, the exact specifications of their armament must remain classified.

FRIGATE – EXCELLENCY CLASS

The Excellency Class is PLAN•NET's most economical ship. Utilized for a variety of missions, they are well-armed and well-rigged with research and rescue equipment. Each ship bears a standard crew of 12, but can carry up to 32 passengers comfortably. Frigates are often assigned to diplomatic transport and exploratory missions and can support a crew for several months. A very few Frigates have been specially designed and built for planet-side landings and operations in atmosphere. These models are used primarily by the Galactic Science & Exploration Council.

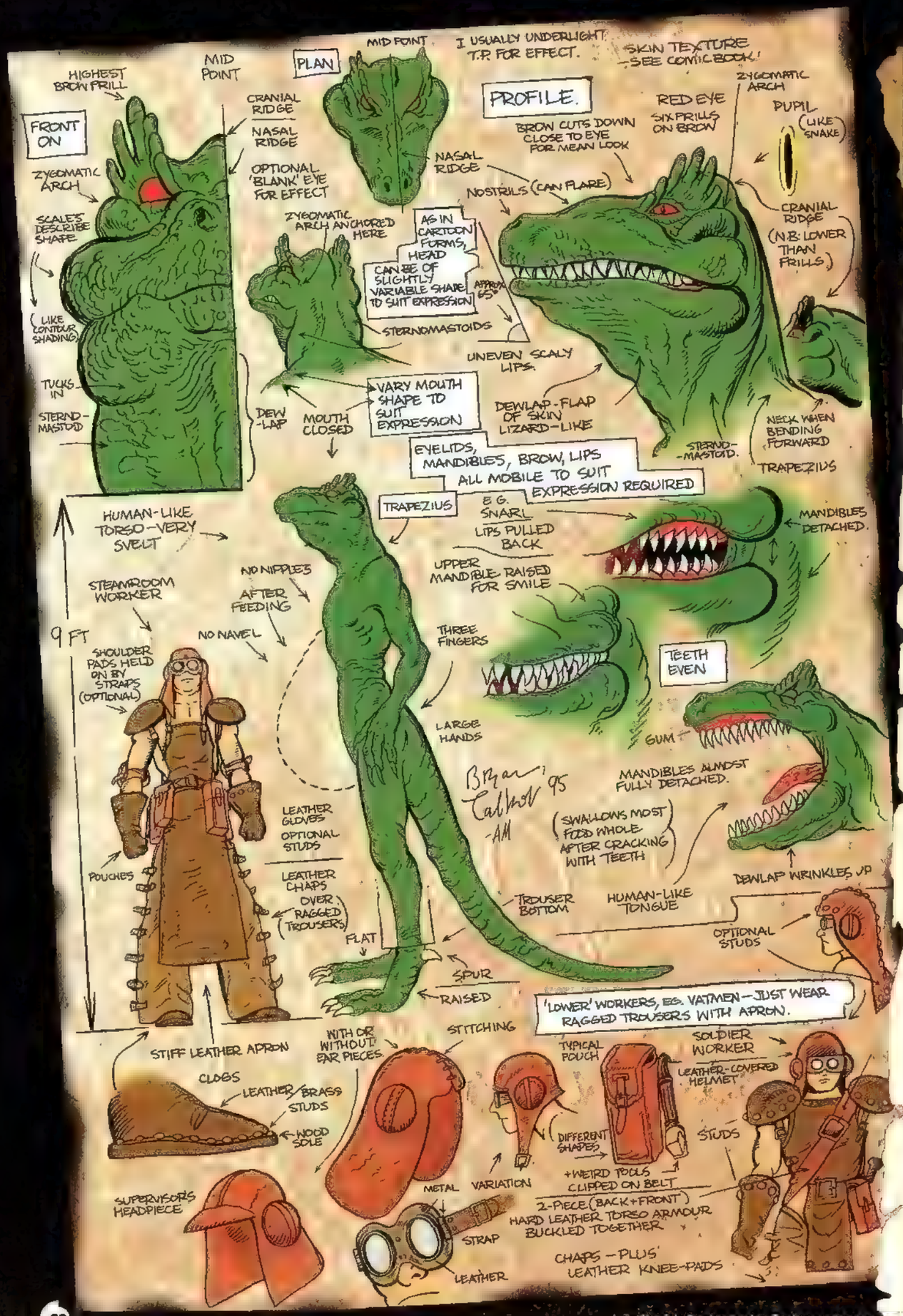
SCOUT – CORMAN CLASS

This small vessel is fast, heavily armed and carries a small crew of 3-5 PLAN•NET Troopers. With crew luxury at a minimum, Corman Class Scouts are utilized primarily as patrol ships with tour periods of 2-3 Galactic Standard days. They are most often used to police the spaceways and are among the most commonly encountered PLAN•NET craft. Scouts are also deployed to monitor planets or highly sensitive areas of astronomical interest during times of crisis. They operate directly from any starport, and some are outfitted for planet-side landings and operations in atmosphere.

Gene Roddenberry

Prime Suspect of Mr. Henry Day

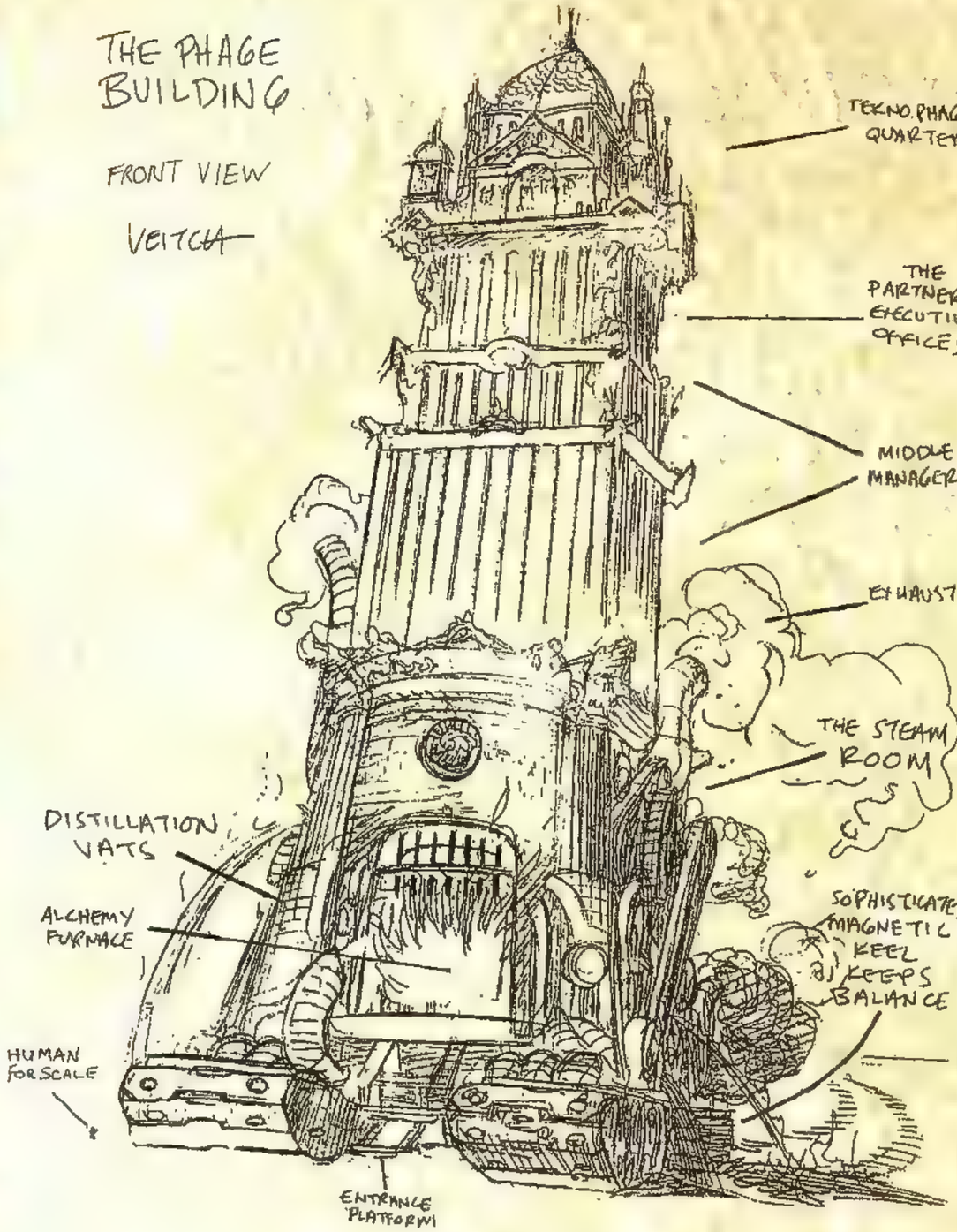
Be careful with
this folder.
It's very old.

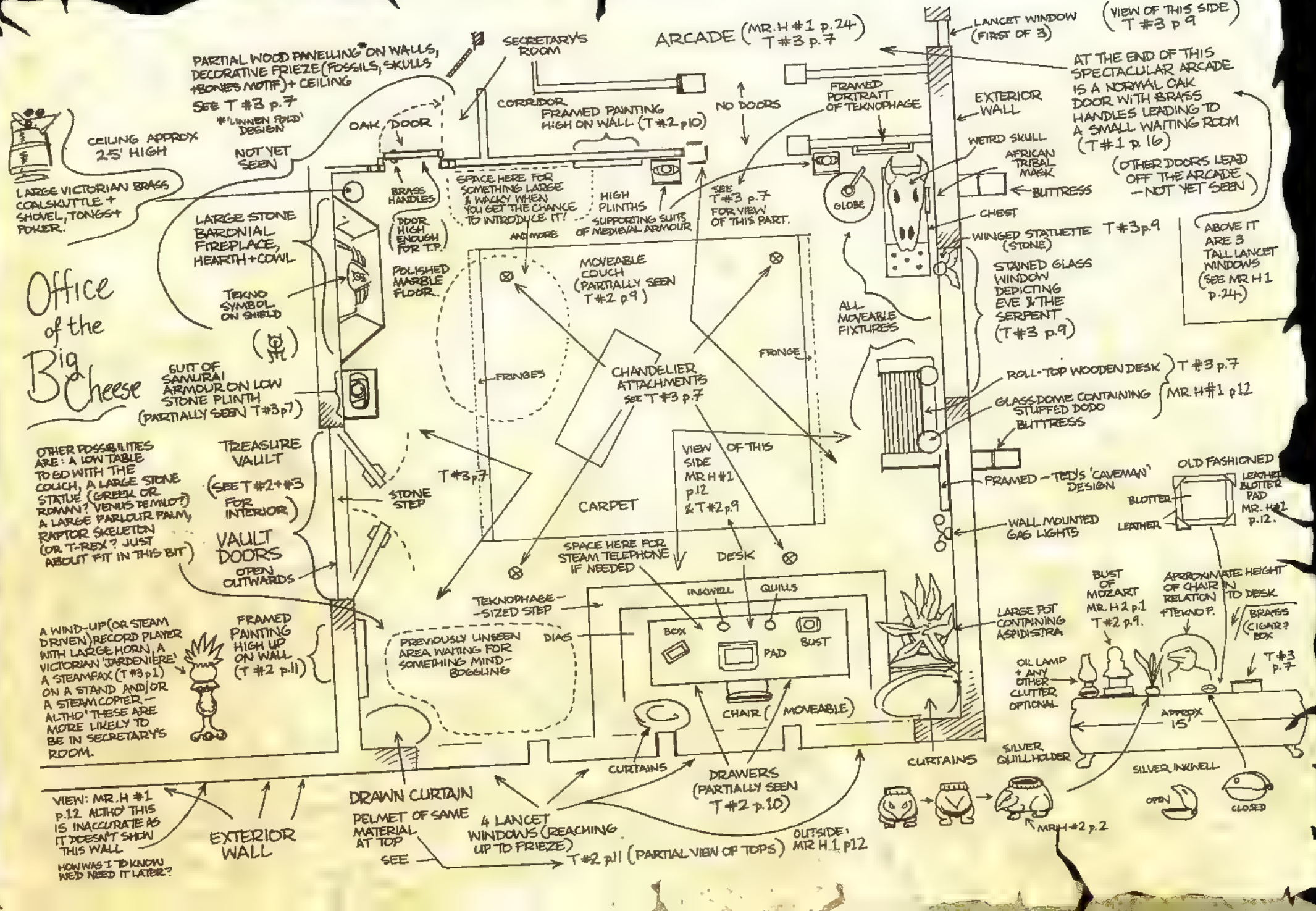


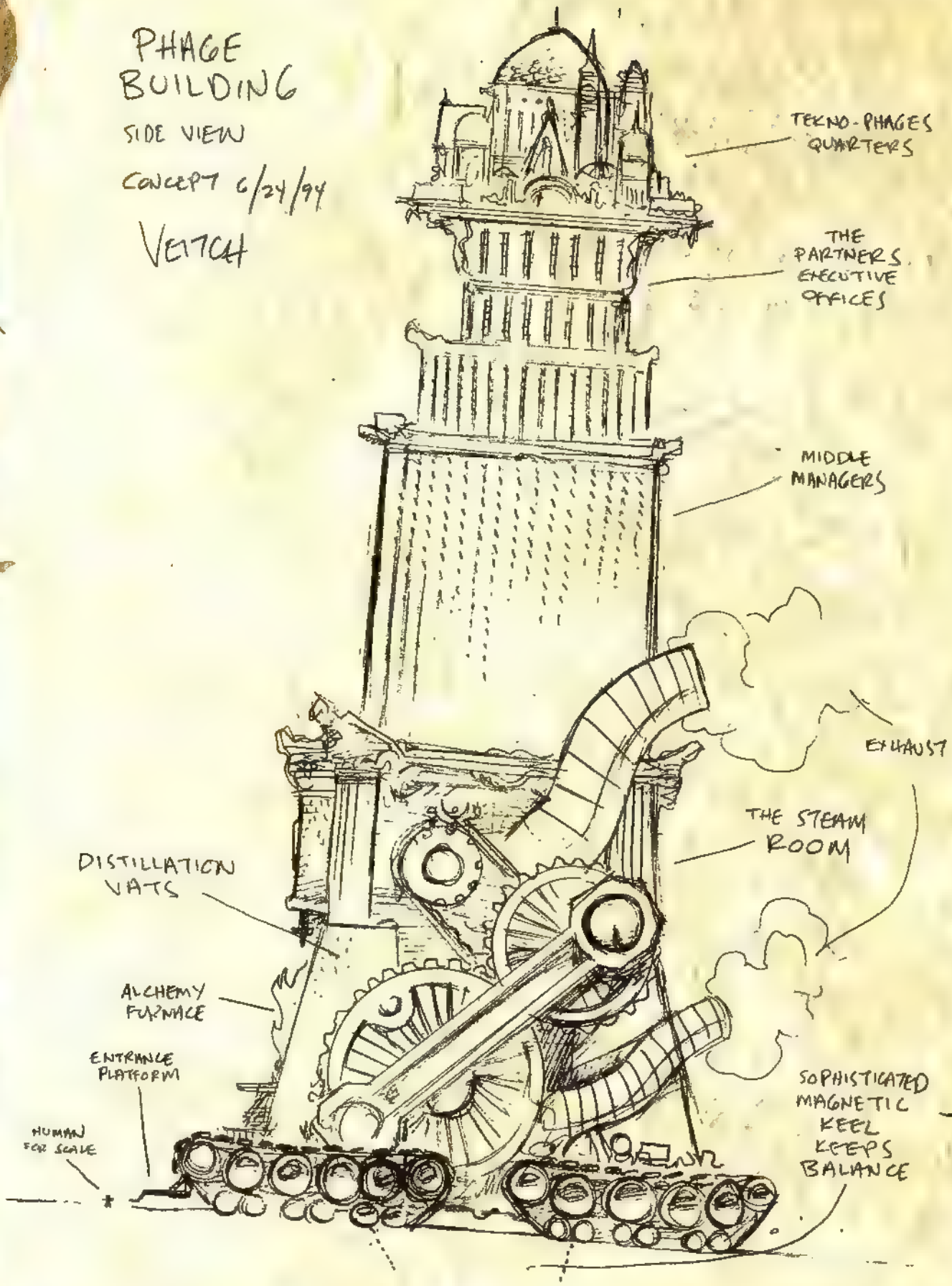
THE PHAGE BUILDING

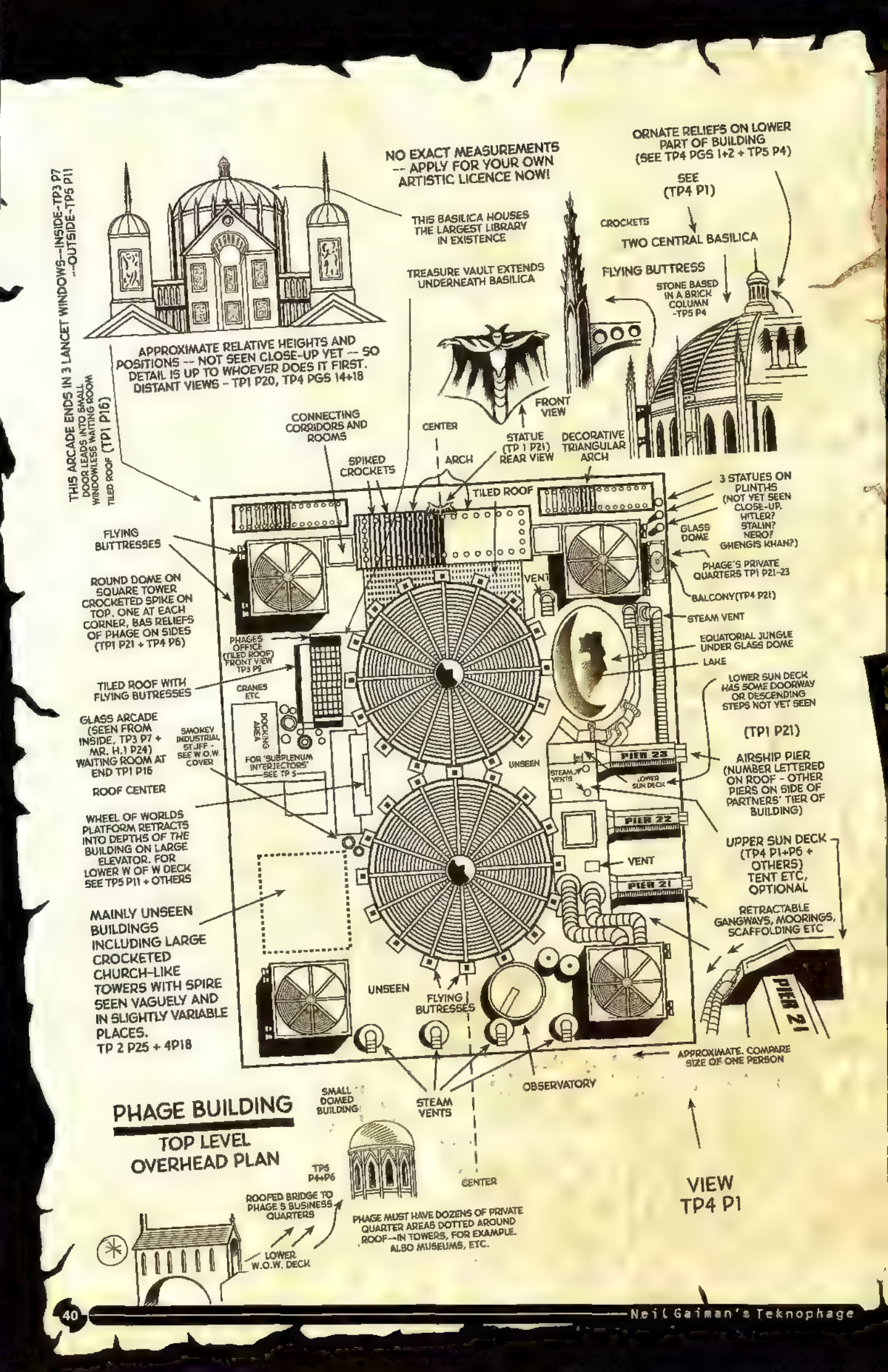
FRONT VIEW

VEITCH




Office of the Big Cheese
ARCADE (MR.H #1 p.24 T#3 p.7)
SECRETARY'S ROOM
CORRIDOR
PARTIAL WOOD PANELLING ON WALLS, DECORATIVE FRIEZE (FOSSILS, SKULLS + BONES MOTIF) + CEILING
SEE T#3 p.7
'LINNEN FOLD' DESIGN
CEILING APPROX 25' HIGH
NOT YET SEEN
OAK DOOR
BRASS HANDLES
DOOR HIGH ENOUGH FOR T.P.
FRAMED PAINTING HIGH ON WALL (T#2 p10)
SPACE HERE FOR SOMETHING LARGE & WACKY WHEN YOU GET THE CHANCE TO INTRODUCE IT!
AND MORE
HIGH PLINTHS SUPPORTING SUITS OF MEDIEVAL ARMOUR
NO DOORS
SEE T#3 p.7 FOR VIEW OF THIS PART.
FRAMED PORTRAIT OF TEKNOPHAGE
LANCET WINDOW (FIRST OF 3)
(VIEW OF THIS SIDE T#3 p 9)
AT THE END OF THIS SPECTACULAR ARCADE IS A NORMAL OAK DOOR WITH BRASS HANDLES LEADING TO A SMALL WAITING ROOM (T#1 p. 16)
(OTHER DOORS LEAD OFF THE ARCADE —NOT YET SEEN)
EXTERIOR WALL
WEIRD SKULL
AFRICAN TRIBAL MASK
BUTTRESS
GLOBE
CHEST
WINGED STATUETTE (STONE) T#3 p.9
STAINED GLASS WINDOW DEPICTING EVE & THE SERPENT (T#3 p.9)
ABOVE IT ARE 3 TALL LANCET WINDOWS (SEE MR H 1 p.24)
LARGE VICTORIAN BRASS COALSCUTTLE + SHOVEL, TONGS + POKER.
LARGE STONE BARONIAL FIREPLACE, HEARTH + COWL
TEKNO SYMBOL ON SHIELD
POLISHED MARBLE FLOOR
MOVEABLE COUCH (PARTIALLY SEEN T#2 p.9)
ALL MOVEABLE FIXTURES
FRINGES
FRINGE
CHANDELIER ATTACHMENTS SEE T#3 p.7
SUIT OF SAMURAI ARMOUR ON LOW STONE PLINTH (PARTIALLY SEEN T#3 p.7)
ROLL-TOP WOODEN DESK T#3 p.7 MR H#1 p12
GLASS DOME CONTAINING STUFFED DODO
BUTTRESS
OTHER POSSIBILITES ARE: A LOW TABLE TO GO WITH THE COUCH, A LARGE STONE STATUE (GREEK OR ROMAN? VENUS DE MILO?) A LARGE PARLOUR PALM, RAPTOR SKELETON (OR T-REX? JUST ABOUT FIT IN THIS BIT)
TREASURE VAULT (SEE T#2+#3 FOR INTERIOR)
VAULT DOORS OPEN OUTWARDS
STONE STEP
T#3 p.7
CARPET
VIEW OF THIS SIDE MR H #1 p.12 & T#2 p.9
FRAMED — TED'S 'CAVEMAN' DESIGN
OLD FASHIONED
LEATHER BLOTTER PAD MR. H#1 p.12.
BLOTTER
LEATHER
WALL MOUNTED GAS LIGHTS
SPACE HERE FOR STEAM TELEPHONE IF NEEDED
DESK
TEKNOPHAGE-SIZED STEP
INKWELL
QUILLS
BOX
PAD
BUST
DIAS
PREVIOUSLY UNSEEN AREA WAITING FOR SOMETHING MIND-BOGGLING
CHAIR (MOVEABLE)
LARGE POT CONTAINING ASPIDISTRA
BUST OF MOZART MR. H 2 p.1 T#2 p.9.
APPROXIMATE HEIGHT OF CHAIR IN RELATION TO DESK
+TEKNO P.
BRASS (CIGAR? BOX
T#3 p.7
OIL LAMP + ANY OTHER CLUTTER OPTIONAL
APPROX 15'
A WIND-UP (OR STEAM DRIVEN) RECORD PLAYER WITH LARGE HORN, A VICTORIAN 'JARDENIERE' A STEAMFAX (T#3 p.1) ON A STAND AND/OR A STEAMCOPTER — ALTHO' THESE ARE MORE LIKELY TO BE IN SECRETARY'S ROOM.
FRAMED PAINTING HIGH UP ON WALL (T#2 p.11)
SILVER QUILL HOLDER
SILVER INKWELL
OPEN
CLOSED
MRH #2 p.2
CURTAINS
DRAWERS (PARTIALLY SEEN T#2 p.10)
CURTAINS
VIEW: MR.H #1 p.12 ALTHO' THIS IS INACCURATE AS IT DOESN'T SHOW THIS WALL
HOW WAS I TO KNOW WE'D NEED IT LATER?
EXTERIOR WALL
DRAWN CURTAIN
PELMET OF SAME MATERIAL AT TOP
SEE T#2 p.11 (PARTIAL VIEW OF TOPS)
4 LANCET WINDOWS (REACHING UP TO FRIEZE)
OUTSIDE: MR H.1 p12


PHAGE BUILDING
SIDE VIEW
CONCEPT 6/24/94
VEITCH
TEKNO-PHAGES QUARTERS
THE PARTNERS. EXECUTIVE OFFICES
MIDDLE MANAGERS
EXHAUST
THE STEAM ROOM
DISTILLATION VATS
ALCHEMY FURNACE
ENTRANCE PLATFORM
HUMAN FOR SCALE
SOPHISTICATED MAGNETIC KEEL KEEPS BALANCE

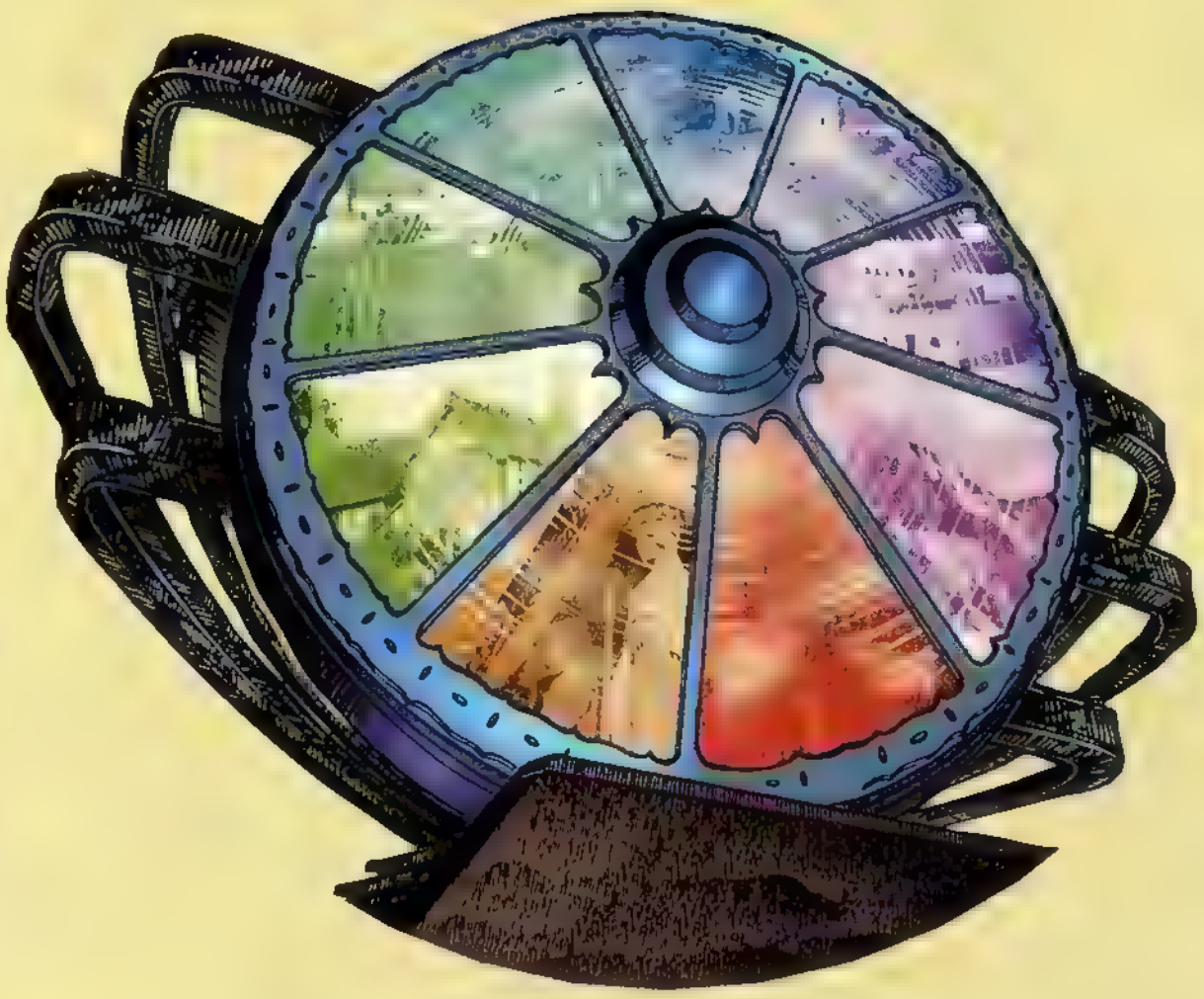

NO EXACT MEASUREMENTS -- APPLY FOR YOUR OWN ARTISTIC LICENCE NOW!
ORNATE RELIEFS ON LOWER PART OF BUILDING (SEE TP4 PGS 1+2 + TP5 P4)
SEE (TP4 P1)
THIS BASILICA HOUSES THE LARGEST LIBRARY IN EXISTENCE
CROCKETS
TWO CENTRAL BASILICA
FLYING BUTTRESS
TREASURE VAULT EXTENDS UNDERNEATH BASILICA
STONE BASED IN A BRICK COLUMN -TP5 P4
THIS ARCADE ENDS IN 3 LANCET WINDOWS--INSIDE-TP3 P7 --OUTSIDE-TP5 P11
DOOR LEADS INTO SMALL WINDOWLESS WAITING ROOM
TILED ROOF (TP1 P16)
APPROXIMATE RELATIVE HEIGHTS AND POSITIONS -- NOT SEEN CLOSE-UP YET -- SO DETAIL IS UP TO WHOEVER DOES IT FIRST. DISTANT VIEWS - TP1 P20, TP4 PGS 14+18
FRONT VIEW
CONNECTING CORRIDORS AND ROOMS
CENTER
ARCH
STATUE (TP 1 P21) REAR VIEW
DECORATIVE TRIANGULAR ARCH
SPIKED CROCKETS
TILED ROOF
3 STATUES ON PLINTHS (NOT YET SEEN CLOSE-UP. HITLER? STALIN? NERO? GHENGIS KHAN?)
GLASS DOME
FLYING BUTTRESSES
PHAGE'S PRIVATE QUARTERS TP1 P21-23
ROUND DOME ON SQUARE TOWER CROCKETED SPIKE ON TOP. ONE AT EACH CORNER, BAS RELIEFS OF PHAGE ON SIDES (TP1 P21 + TP4 P6)
VENT
BALCONY(TP4 P21)
STEAM VENT
PHAGES OFFICE (TILED ROOF) FRONT VIEW TP3 P9
EQUATORIAL JUNGLE UNDER GLASS DOME
LAKE
TILED ROOF WITH FLYING BUTRESSES
CRANES ETC
LOWER SUN DECK HAS SOME DOORWAY OR DESCENDING STEPS NOT YET SEEN
(TP1 P21)
GLASS ARCADE (SEEN FROM INSIDE, TP3 P7 + MR. H.1 P24) WAITING ROOM AT END TP1 P16
SMOKEY INDUSTRIAL ST JFF - SEE W.O.W. COVER
DOCKING AREA
FOR 'SUBPLENUM INTERJECTORS' -SEE TP 5-
UNSEEN
STEAM VENTS
PIER 23
LOWER SUN DECK
AIRSHIP PIER (NUMBER LETTERED ON ROOF - OTHER PIERS ON SIDE OF PARTNERS' TIER OF BUILDING)
ROOF CENTER
PIER 22
UPPER SUN DECK (TP4 P1+P6 + OTHERS) TENT ETC, OPTIONAL
WHEEL OF WORLDS PLATFORM RETRACTS INTO DEPTHS OF THE BUILDING ON LARGE ELEVATOR. FOR LOWER W OF W DECK SEE TP5 P11 + OTHERS
VENT
PIER 21
RETRACTABLE GANGWAYS, MOORINGS, SCAFFOLDING ETC
MAINLY UNSEEN BUILDINGS INCLUDING LARGE CROCKETED CHURCH-LIKE TOWERS WITH SPIRE SEEN VAGUELY AND IN SLIGHTLY VARIABLE PLACES. TP 2 P25 + 4P18
UNSEEN
FLYING BUTRESSES
PIER 21
APPROXIMATE. COMPARE SIZE OF ONE PERSON
OBSERVATORY
PHAGE BUILDING
TOP LEVEL OVERHEAD PLAN
SMALL DOMED BUILDING
STEAM VENTS
TP5 P4+P6
CENTER
VIEW TP4 P1
ROOFED BRIDGE TO PHAGE'S BUSINESS QUARTERS
PHAGE MUST HAVE DOZENS OF PRIVATE QUARTER AREAS DOTTED AROUND ROOF--IN TOWERS, FOR EXAMPLE. ALSO MUSEUMS, ETC.
LOWER W.O.W. DECK

Kaligould is very much like Earth, except the areas of land and water are backwards.

Computer rendering based on this sketch of Kaligould.

NEIL GAIMAN'S

WHEEL of WORLDS



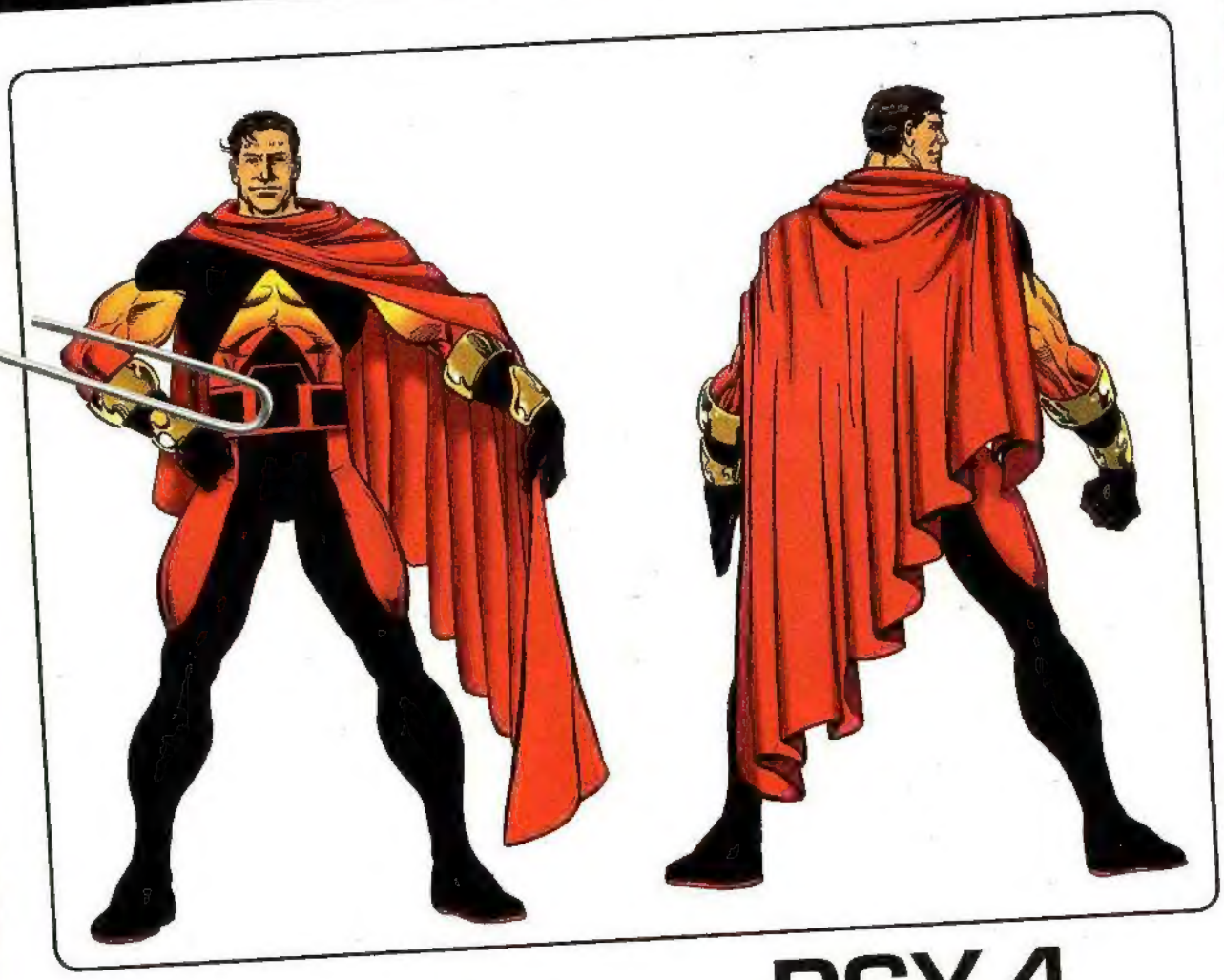
The Wheel of Worlds— The Teknophage was aware of the existence of dimensional gateways early on-nearly 50,000 years ago-but he stumbled across his first wormhole quite by accident. After exploring other times and other worlds, the Phage realized that these portals must be regulated and thus his teknology was born. One part steam hydraulics and one part alchemy, and before he knew it, he had created his Wheel of Worlds, to further control and discover other tempting dimensions and their delicacies to devour.

I•BOTS

TECHNOSOME TECHNOLOGY

1bots concept rendering Jan. 1995

1bots 1996



PSY-4

Psy-4 (pronounced "cypher") is breathtakingly handsome, yet he carries himself with the vague detachment of a sleepwalker. He has a symbiotic relationship with computers, but also possesses an arrogance that alienates him somewhat from the other I•BOTS. PSY-4 can be a vicious fighter and tactician when pressed, but his deeply lackadaisical nature makes him reticent until he's really pushed. He can also communicate telepathically with computers and is capable of a trance-like sleep in which he travels in a virtual reality version of the Infobahn.

PHYSICAL DESCRIPTION

Height: ----------6'1"
Eyes: ----------Brown
Weight: ----------175 lbs.
Hair: ----------Brown

TRANSMISSION VERIFICATION REPORT:4246940

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Group Snapshot #1 by Howard Chaykin (Pencils/Inks)
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